Yu-Gi-Oh! Forbidden Memories The Last Memories The Final Version - Guide

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1 Introduction

Hello all, this is a guide for the Yu-Gi-Oh! Forbidden Memories (**YGO FM**) mod 'The Last Memories - The Final Version' that was released in 2022. The mod was made by Alpha Team.

Whether this is your first time playing Forbidden Memories since it came out on the PS1 all those years ago, or you're a FM mod veteran, I've tried to write this guide keeping all knowledge levels in mind. Hopefully this guide can provide some help to new players who are not sure where to start while at the same time provide tips for experts looking for new strategies. As of this date I have not seen another guide for this mod! There were a lot of things I wish I knew when starting this mod so hopefully this guide can help others avoid it.

I'm going to go on the basis that you have a reasonable idea on how YGO is played and know how the gamemode in FM works.

2 Card Signs

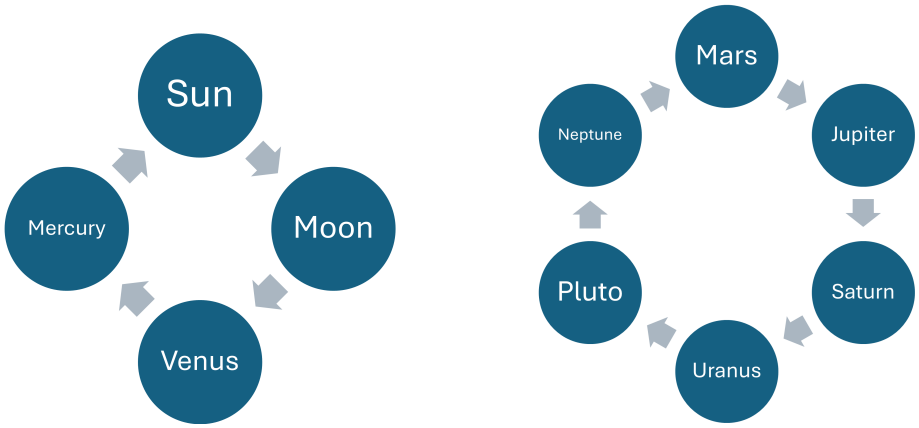
There are 3 new signs compared to the original game. There's no change to the original ones, which are shown here for clarity:

The three new ones are Fortuna, Ceres and Transpluto.

Fortuna: Beats all of the original card signs. Loses to Ceres. Neutral to Transpluto. It's a bit complicated when it's Fortuna vs Fortuna (see Section X).

Ceres: Loses to all original card signs. Beats Fortuna. Neutral to Transpluto.

Transpluto: Neutral to everything, including Transpluto vs Transpluto. There are some rare exceptions (see Section X).



(a) First sign cycle (b) Second sign cycle

Figure 1: Card Sign Cycles

3 Campaign

3.1 Preface

The mod's campaign follows a similar structure to the original game:

Start in Ancient Egypt → Do a tournament in modern-day → Go back to Ancient Egypt

But, there are a few caveats. Firstly there's a couple of extra duelists you can face before you go to the modern-day (more on that later). In the modern-day there's also a quite number of people you face before you even start the tournament. When you go back to Ancient Egypt there's 5 duelists you can face before doing the final part of the campaign, I highly recommend you do this.

3.2 Ancient Egypt - Beginnings

So the progression here is like the original, I'll write it out for clarity:

Dual Simon Muran, then:
→ Go to the Dual Ground
→ Dual Jono and Teana
→ Go to the card shop and save
→ Go back to the dual ground and face additional duelists
→ Go to the card shop and save
→ Face Seto
→ Go to the card shop and save
→ Go to your room, Heishin attacks the city
→ Face Heishin and lose
→ Go to the modern day.

Important!

There are two extra dualists you can face before Heishin attacks. These are the **The Keeper of Time** and **name**. I'm not entirely sure these guys were meant to be beaten on your first playthrough though. They both have ridiculously powerful cards, I couldn't beat them. But, the game allows you to do a new campaign with all the cards you earned on your first playthrough, think of it as a New Game +, hence I only managed to beat them on my second playthrough. Note if you skip them initially, you won't be able to face them again (and thus unlock them in Free Dual) until the next playthrough.

3.2.1 Initial Deck

The initial deck actually provides the strategy I used to get all the way to the semi-finals of the modern-day tournament. The initial deck, and my strategy, pretty much all depend on one card. That card is **Overmind Archfiend**. Basically it has 4000 ATK while powering up other psychics you have on the field. It also has a sub-type of Fiend and a Dark element, making it viable for a lot of equips. To make Overmind Archfiend you do the following fusions:

Fiend $<$ 2000 ATK + Psychic $<$ 2000 ATK $\rightarrow$ Mastermind Archfiend ;

Mastermind Archfiend + Psychic $<$ 2700 ATK $\rightarrow$ Thought Ruler Archfiend ;

Thought Ruler Archfiend + Fiend $<$ 3300 ATK $\rightarrow$ Overmind Archfiend

Note I've had some exceptions with the last fusion, for example Thought Ruler Archfiend + Lava Golem didn't work for me. For the campaign I'm going to presume you just want to beat the dualists, if you want S POWS/TECS you'll try that in Free Duals later. Decks based on this fusion path hinder your ability to S POW/TEC due to the amount of cards you go through via fusions.

3.2.2 Some Duelist Info

Shimon Muran: Toughest card is Dark Sage, largely keeps it in defense though. (More on Dark Sage later)

Jono: Can use a Phoenix Gearfried with an equip to get to 4200ATK, this is relatively rare though. If you get to 3500+ATK you're normally ok.

Seto: Big difficulty step. Regularly summons Thunder DragonLords for 4500-5000ATK. How I beat him in the campaign was basically killing him before he had a chance to summon them. Watch out for Chaos Dragon Levaria also with 3800ATK. He can be tougher than a lot of the duelists you face for the next while.

Heishin: Just accept that you'll lose...

3.2.3 Free Duals

It's wise to do some free duals either before facing Seto or when you're first sent to the modern day. More information on Free Duals and S POWS/TECS can be found in section x. Some good cards to get are:

- **Leotaur** - from Jono (Leotaur + Warrior $\rightarrow$ Beast King Barbaros - 3500ATK)

- **Gearfried the Iron Knight** and **Evocataur Chevalier** - from Jono (makes Phoenix Gearfried - 3500ATK)
- **Phoenix Gearfried** - rare drop from Jono
- **Psychic Blade** - B/C/D POW or TEC from Mage Guard
- **Dark Energy** - B/C/D POW or TEC from Shimon Muran
- **Sword of the Dragon's Soul** - B/C/D POW or TEC from Jono
- Low level fiends from Shimon Muran
- Low level warriors from Jono

3.3 Modern Day - Pre Tournament I

Alrighty, so you managed to make it to the modern day. As mentioned previously I continued to use my Overmind Archfiend, Phoenix Gearfried and Beastking Barbaros strategy for the next few dualists. This part of the campaign goes like:

Save at the card shop, then:
→ Face Tristan, Tea and Bakura
→ Save at the card shop
→ Face Rex, Weevil and Espa
→ Save at the card shop
→ Face Bonz and Bandit Keith
→ Save at the card shop
→ Face Yugi Muto and Mako Tsumani
→ Save at the card shop

While there is a general increase in difficulty the further along you go, some dualists are noticeably more difficult than others. I had no problems with Tristan, Tea and Bakura. If you can beat Seto you can beat them. Bakura is a nice dualist to Free Dual if you want to upgrade your low level fiends, also he drops Masterking Archfiend with all win types (S/A, BCD, POW/TEC) with a decent droprate.

3.3.1 Some Duelist Info

Rex Raptor: Can be quite difficult. You need to get a decent setup before he brings out King Rex, as it can attack twice a turn and obliterate you quickly. Traps work well.

Weevil Underwood: Similar story but with Perfectly Ultimate Great Moth/ Perfect Great Insect. Phoenix Gearfried with Mars sign can be useful.

Espa: I found him very easy compared to the other two previous...

Bonz: Definite step up in difficulty. His Fossil Dragon Skullgios has piercing damage so defensive strategies don't work as well. If you don't take care of his cards quickly his Doomking Baleredroch will power up his zombie cards by 1000ATK. Watch out for Crush Card Virus also. How I beat him: Getsu Fumha (drop from Jono) destroys Zombie cards while Vampire Hunter (also drop from Jono) puts their power to zero.

Bandit Keith: I found him easier, not much advice to give I'm afraid!

The last two dualists in this section are Yugi Muto and Mako Tsunami.

This was by far the toughest part of the game for me at this stage.

Yugi Muto: Technically you don't have to beat him in order to progress to Mako Tsunami. I really recommend you beat him though! He gives some of the best cards. I'm not sure you can face him in Free Dual if you lose to him.

His Arcana Knight Joker (3800ATK) is tough. It puts spellcasters' power to zero which counters Silent Magician Lvl8 decks. If you don't care of it he can combo with his Black Luster Soldier which can attack twice in one battle phase. Additionally his traps, especially Magic Cylinder, can prove troublesome. Expect him to use Swords of Burning Light, so try not to place cards face down. This also hinders the 'overpowering via Overmind Archfiend' tactic as it gives him two turns to set up Magic Cylinder + Dark Magician of Chaos + equips. One positive thing is that the Dark field helps Overmind Archfiend. I personally beat him via a battle of attrition: Invoked Augustiedes (3800 DEF) and a bunch of traps. If you get lucky you can get Ryu Kokki from Bonz which destroys spellcasters.

Mako Tsunami: Really tough at first! He will **consistently** throw out Water Dragons with 4500ATK. He also fuses to make them so defensive decks trying to remove them are tricky. I did a Overmind Archfiend + equips deck. Once you go above 4500ATK the chances of him getting something higher were low (he'd need multiple turns to set that up) so I could finish him. Watch out for Torrential Tribute, it can cost you the game if you don't keep a fusion or two as a backup.

3.4 Modern Day - Pre Tournament II

Ok, so if you make it through Mako Tsumani the next part of the campaign is:

Save at the card shop, then:
→ Face Seeker, Arcana, Strings
→ Save at the card shop
→ Face Lumis, Umbra
→ Save at the card shop
→ Face Ishizu Ishtar, Mai Valentine, Odion Ishtar
→ Save at the card shop
→ Face Yami Bakura, Joey Wheeler
→ Save at the card shop

Alright, to be honest I cheesed/lucked my way through Seeker, Arcana and Strings in the hopes I could Free Dual them later. In my opinion they're just too difficult to consistently S POW/TEC if you haven't farmed loads of the previous duelists in Free Dual. Thus, **I would recommend you take the time to farm Free Dual before continuing.**

3.4.1 Free Duals

Yugi gives great cards but you will probably have to improve your deck if you want to S POW him. Some good cards to get:

- **Masterking Archfiend** - BCD POW/TEC from Bakura Ryou
- **Ryu Kokki** - S/A POW from Bonz (Destroys Spellcasters on summon- 2400ATK)

- **Dark Energy** - BCD POW/TEC from Bonz
- **Doomking Balerdroch** - rare drop from Bonz (3800ATK)
- **Everliving Underworld Cannon** - S/A TEC from Bonz (powers up Fiends and Zombies by 800)
- **Crush Card Virus** - S/A TEC from Bonz
- **Shrink** - BCD POW/TEC from Rex Raptor
- **Dark Honest** - BCD POW/TEC from Bakura Ryou (Destroys Fairys on summon- 1100ATK)
- **Sword of the Dragon's Soul** - BCD POW/TEC from Jono
- Low level fiends from Shimon Muran
- Low level warriors from Jono

3.4.2 More Duelist Info

Seeker: The easiest of the three dualists you have to face in a row. Has a mid-tier burn deck (lower opponents lifepoints via magics/equips intead of monster attacks) so defensive strategies are not recommended. If you get 4000ATK+ you should be good.

Arkana: Can be tricky, used high level spellcasters (Nirvana, Sauge de Fleur). Can make it to 4500ATK with Nirvana quite regularly and his Sorcerer of Dark Magic can power up his other cards. Traps worked well for me here. Rarely, he uses Magic Cylinder so watch out for his traps. If you have Ryu Kokki he can give you an easy win.

Strings: Right. This guy. He will probably be your first introduction to the world of overpowered equips and cards with 9000+ATK. That's all thanks to one equip card, **Riryoku**. It's probably the best card in the game. No he doesn't drop it, you can't get it until much later. The card reduces your opponents lifepoints by half and adds those lifepoints to your card's ATK and DEF. So for example if you have an Overmind Archfiend, the opponent has 10000 lifepoints and you equip it with Riryoku, the Overmind Archfiend now has 9000ATK and your opponent has 5000 lifepoints. If the opponent doesn't have a card greater than 5000ATK (and is in attack position) then you can attack his monster and immediately win the game. This is what Strings does to you, almost every time. He's programmed to get Riryoku way, way more likely on his first turn than should be possible (can only have one in your deck). Also he sometimes uses Riryoku with the monster Zielgigas, which is an incredible burn card (2000 lifepoint damage). If he does and you have 10000 lifepoints, you'll have 3000 left after Riryoku + Zielgigas before he even attacks. I tried different decks, traps (Inverse Universe) etc but even if you got through the first two turns he keeps throwing out Overmind Archfiends and overpowers you. The only way I actually beat him was by cheese/luck which was...Magic Cylinder. I got lucky with an S TEC from Arkana which got me the card. After a few goes I then got it in my first 5 cards in my hand when facing Strings. Strings did Overmind Archfiend + Riryoku + Everliving Underworld Cannon to get 9800ATK. Magic Cylinder then reflected this attack lowering his lifepints to 200. I put a card in defense. He summons another card, attacks and wreaks my lifepoints. I summon a monster with 200 more attack than his second monster and win.

Not ideal...

Looking back I probably could have done more Free Duals to buy more traps via starchips. Then just pretty much keep using traps until hopefully he runs out of good monsters.**This is what I would recommend if you don't have Magic Cylinder**.

Lumis: Not too bad in my opinion. Has a pretty mixed deck with no real consistency. Most of his cards are around the 3500-4000 range. His Masked Beast can be troublesome. Very rarely he'll use Endless Decay but if you beat him in a few turns it won't be an issue. He drops some nice cards, would recommend farming him!

Umbra: Similar to Lumis but a bit more difficult. He can get a Masked Best Des Gardius to 5300ATK and has Sorcerer of Dark Magics also. If you've made it this far you shouldn't have too much trouble. Also gives nice cards! Useful to farm these two guys.

Ishizu Ishtar: Has a cool plant deck which is sadly underpowered in this game. Bonfire Colossus can help you in a pinch but she's not that hard honestly.

Mai Valentine: Has a pretty tough winged-beast deck. She's tougher than Ishizu though with Lord of the Storms and Harpies Lady Sisters. Traps also aren't as effective as she has Cyber Harpy Lady and Harpies Feather Duster. There's quite a few ways to overpower her (Water Dragon, Silent Magician LVL8, Phoneix Gearfried) so I don't have much else to add.

4 Specific Card Mechanics

D.D Warrior Lady The god card killer. It removes god cards because it 'banishes' cards instead of destroying them. Highly recommend having this card when farming end-game characters. One tip with this card: If you attack an opponents card with this card and the opponent activates a trap, the trap will activate and (depending on the trap, let's say it's solemn scolding) it will destroy D.D Warrior Lady before damage calculation (so you won't lose loads of LP assuming you're attacking a god card). **BUT, D.D.Warrior' Lady's effect will still count** so the god card will be banished also.

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5 Useful Lists of Cards

5.1 Monster effect cards which destroy monsters

- Chainsaw Insect - Destroys Machine types
- Dark Paladin - Destroys Dragon types
- Cipher Soldier - Destroys Warrior types
- Amazoness Augusta - Destroys Beast types
- Bonfire Colossus - Destroys Plant types
- Obelisk the Tormentor - Destroys all types
- Exploder Dragon - Destroys all types
- Gilford the Lightning - Destroys all types
- Angel O7 - Destroys Fiend types

- Ryu Kokki - Destroys Spellcaster types
- Getsu Fuhma - Destroys Zombie types
- Nibiru, The Primal Being - Destroys Dinosaur types

5.2 Monster effect cards which reduces the power of monsters to zero

- Buster Blader - Weakens Dragon types
- Toon Buster Blader - Weakens Dragon types
- Dragon Knight Draco-Equiste - Weaknens Warrior types
- Amazoness Augusta - Destroys Beast types
- Bonfire Colossus - Destroys Plant types
- Relinquished - Weakens all types
- Honest - Weakens Fiend types
- Dark Honest - Weakens Fairy types
- Shinato, King of a Higher Plane - Weakens Fiend types
- Arcana Knight Joker - Weakens Spellcaster types
- Vampire Hunter - Weakens Zombie types

5.3 Monster Effect cards which buff other monsters

- First of the Dragons - Increase power of Dragon types by 1000
- Red Eyes D.Dragon - Increase power of Dark attribute monsters by 1000
- Invoked Cocytus - Increase power of Water attribute monsters by 800
- Chaos Dragon Levanieer - Increase power of Dark attribute monsters by 800
- Dark Magician of Chaos - Increase power of Spellcaster types by 1000
- Sorcerer of Dark Magic - Increase power of 'Dark Magician' cards by 500
- Doomking Balerdroch - Increase power of Zombie types by 1000
- Phoenix Gearfried - Increase power of Fire attribute monsters by 700
- Freed the Matchless General - Increase power of Warrior types by 1000
- Beast King Barbaros - Increase power of Beast-Warrior types by 500
- Gaia Drake, The Universal Force - Increase power of 'Gaia' cards by 800
- Alpha, The Master of Beasts - Increase power of Beast types by 700
- Bright Bird of Divinity - Increase power of Fairy types by 700
- Archlord Kristya - Increase power of Light attribute monsters by 1000
- Perfect Great Insect - Increase power of Insect types by 700

- Overmind Archfiend - Increase power of Psychic types by 700
- Myutant Synthesis - Increase power of 'Myutant' cards by 800
- White Aura Bihamut - Increase power of Fish types by 1000
- Invoked Mechaba - Increase power of Light attribute monsters by 500
- Red Eyes B.Metal Dragon - Increase power of 'Red Eyes' cards by 1000
- Thunder Dragonlord - Increase power of 'Thunder Dragon' cards by 1000
- Water Dragon - Increase power of Water attribute monsters by 700
- Mr.Volcano - Increase power of Fire attribute monsters by 700

5.4 Monster cards which inflict piercing damage

- Blue-Eyes Chaos Max Dragon
- Dark Cavalry
- Amazoness Augusta
- Beast Machine King Barbaros
- Darkness Destroyer
- Ballista the Armageddon
- Metalfoes Orichalc
- Ultimate Axon Kicker
- Cyber End Dragon
- Ancient Gear Golem
- Chaos Ancient Gear Giant
- Fossil Dragon Skullgios

5.5 Monster cards which attack x2 during the same battle phase

- Black Luster Soldier
- King Rex The Dragon King
- Darkness Destroyer
- Tyrant Dragon
- Silfer the Sky Dragon
- Cyber Twin Dragon
- Twin-Sword Marauder
- Twinheaded Beast

5.6 Monster cards which reduce opponent's LP

- The Wicked Avatar - Reduce opponent's LP by half
- Invoked Caliga - Reduce opponent's (and yours!) LP by half
- Infernal Flame Emperor - Reduce opponent's LP by 1500
- Zielgigas - Reduce opponent's LP by 2000
- Lava Golem - Reduce opponent's LP by 1000
- Ultimate Flame Swordsman - Reduce opponent's LP by 1400

5.7 Monster Cards which increase your LP

- Goddess of Rebirth - Increase your LP by 8000
- Thought Ruler Archfiend - Increase your LP by 1000
- Trias Hierarchia - Increase your LP by 3000